

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A computer-readable recording medium on which a video game program is recorded in a video game processing device to which a memory card can be connected, said program causing a computer to execute:

writing saved data, including acquired information acquired as the game advances, interrupted-game data, and character data, in said memory card in response to a player's manipulation, the acquired information being accessible separately from the interrupted-game data and character data;

comparing only each piece of acquired information of said saved data written in said memory card, with acquired information maintained in an internal memory of said video game processing device in response to the player's manipulation; and

obtaining a new piece of said acquired information from said acquired information written in said memory card, based on a comparison result ~~from said comparison~~.

2. (Original) The computer readable recording medium according to claim 1, wherein said acquired information included in said saved data is translation dictionary data.

3. (Original) The computer readable recording medium according to claim 1, said program further causing said computer to execute writing predetermined saved data in said memory card into said internal memory of said video game processing device.

4. (Currently amended) A video game program in a video game processing device to which a memory card can be connected, said program causing a computer to execute: writing saved data, including acquired information acquired as the game advances, and interrupted-game data, in said memory card in response to a player's manipulation, the acquired information being accessible separately from the interrupted-game; comparing only each piece of acquired information of said saved data written in said memory card with acquired information maintained in an internal memory of said video game processing device in response to the player's manipulation; and obtaining a new piece of said acquired information from said acquired information written in said memory card, based on a comparison result.

5. (Original) The program according to claim 4, wherein said acquired information included in said saved data is translation dictionary data.

6. (Original) The program according to claim 4, said program further causing said computer to execute writing predetermined saved data in said memory card into said internal memory of said video game processing device.

7. (Currently amended) A video game processing method to which a memory card

can be connected, comprising:

writing saved data, including acquired information acquired as the game advances, interrupted-game data, and character data, in said memory card in response to a player's manipulation, the acquired information being accessible separately from the interrupted-game data and character data;

comparing only each piece of acquired information of said saved data written in said memory card with acquired information maintained in an internal memory of said video game processing device in response to the player's manipulation; and

obtaining a new piece of said acquired information from said acquired information written in said memory card, based on a comparison result.

8. (Original) The video game processing method according to claim 7, wherein said acquired information included in said saved data is translation dictionary data.

9. (Original) The video game processing method according to claim 7, further comprising writing predetermined saved data in said memory card into said internal memory of said video game processing device.

10. (Currently amended) A video game processing device, comprising:

a memory system that stores a video game program in said video game processing device to which a memory card can be connected;

a computer that executes said program read out from said memory system; and

a display device for screen display, which is provided as an output system of said computer,

wherein said computer executes said program so as to write saved data, including acquired information acquired as the game advances and interrupted-game data, in said memory card in response to player's manipulation, the acquired information being accessible separately from the interrupted-game data, to only compare each piece of acquired information of said saved data written in said memory card with acquired information maintained in an internal memory of said video game processing device in response to a player's manipulation, and, based on a comparison result from said comparison, to obtain a new piece of said acquired information from said acquired information written in said memory card.

11. (Original) The video game processing method according to claim 10, wherein said acquired information included in said saved data is translation dictionary data.

12. (Original) The video game processing device according to claim 10, wherein said computer further writes predetermined saved data in said memory card into said internal memory of said video game processing device.